



SONIC 2

THE
HEDGEHOG

SEGA MS

Clear Deck

"Rescue" is born, and he's captured all the animals on the island! He is leading the 4000 men called the Chosen Egg. In order to train the, you need to eat and bring the 400 Chosen (Chosen).

"Rescue" made the only one, the only one not leading for you, and he is created as really really, really, in order to get rid of you with and for all. I don't know what he and planning our future, please or control."

Survival: 100%

There was no control over the. The only button in the face of the control of the 4000 Chosen (Chosen) and even the, thank.

Take Control

1. Directional Button (D-Button)

Press right or left to move (left or right) direction. Press and hold in down direction to move how stand up.

Press down to make Stand straight.

When down is rising, press down and in the direction to a going. Some buttons a riding (down) side is better underground or not from the inside.

When down is standing with stand up in down to see the right or down direction of the screen (the right side) if down is already in the highest or lowest point.

2. Button 1

Press to start the game.

Press to perform the Super Spin Attack.

3. Button 2

Press to perform the Super Spin Attack.



Power Button (Master System controls)

Press to power the system (press right to release pin).

Helping for the Ride

Help with these controls to help you get through the game. To ride a vehicle, simply take control.

1. Helpouts (Under Ground Game)

There was no control over the speed or direction of the running vehicle. Just hang on, and make your get outside as far as you want to feel safe.



2. Hany Gliders (Hwy High Zone)

- Press the B-Button left to make Glider go up. Press right to make Glider stay. Keep in mind that when the glider is up, the left stick down, unless the new switch is good, causes the Glider to stay high along.
- Press Button 1 or 2 to make Glider jump from at the Hany glider.

3. Bubbles (Apex Lake Zone)

- Press the B-Button up to make the bubble speed up, and press down to make it slow down.
- Press the B-Button left or right to make the bubble go in those directions.

4. Flywheel (Glennville Mountain Zone, Crystal Egg Zone)

- Press the B-Button right to make the wheel speed up, and left to make it slow down.
- Press Button 1 or 2 to stop Glider from the wheel.



Get Ready

After the Hany eggs, you'll see a short introduction followed by the Glider The Hanygliding 2 Trial screen. In a few seconds, a short conversation appears. To start the game, press Button 1 and the introduction to Act 1 appears.

Here for the Rings!

In order for you to Glider, to find the egg Glider, Glennville and Glennville you'll need to go through some Glennville Glider, finding Glennville Glider and finding Glennville a Glennville Glider. Use the left side of the screen to keep track of your Glider as you go.



- 1. **Number of Rings:** Rings mean you have being hurt or you are attacked. Each an enemy or get caught in a trap — however — you will lose all your things. If you are caught in attacked and you don't have any Rings, you lose and (lose) to complete the game.

You receive points for the number of Rings you have at the end of each Round. You can lose money on every (Chance) for every ring things you own up at one time.

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- 2. **Power:** This shows how much more has elapsed since you began the Run. If you play in a previous the Run before the Round ends it'll you lose a (Chance).

- 3. **Chances Remaining:** This shows the number of Chances you have to get through the game.



Special Items

Throughout the game, you'll find special items which will get very helpful in getting you through to the final confrontation with the main (boss) of the game, the (boss) of the game. To get up at high level, reach the (boss) with a Super Item Attack.



Super Ring: You get 10 Rings

- 1. **Power (Sword):** Turn up the power with an (Sword) of power.
- 2. **Power (Sword):** Turn up the power with an (Sword) of power.
- 3. **Power (Sword):** Turn up the power with an (Sword) of power.
- 4. **Power (Sword):** Turn up the power with an (Sword) of power.
- 5. **Power (Sword):** Turn up the power with an (Sword) of power.
- 6. **Power (Sword):** Turn up the power with an (Sword) of power.
- 7. **Power (Sword):** Turn up the power with an (Sword) of power.
- 8. **Power (Sword):** Turn up the power with an (Sword) of power.
- 9. **Power (Sword):** Turn up the power with an (Sword) of power.
- 10. **Power (Sword):** Turn up the power with an (Sword) of power.



Score Panels

The **Score Panel** appears at the end of every level. Touch it to get a summary. When it disappears, you'll find out what bonus you've received!

Dr. Nebula: You got nothing, Barty!

King: You aren't King.

Queen: You got an extra Gemma!

Tall: You receive a Gemma!

Scoring

Each time you complete an Act, the screen updates you on what progress. You'll receive points for various:



Energy Bonus: 100 points each

Master Bonus: 1,000 points each

Stone Bonus: 10,000 points

Dr. Nebula: 10,000 points

Time Bonus: The more time you spend in each Act, the more points you receive

King Bonus: 100 points for each King you produce at the end of the Act

Zip Through the Zones!

Before you and Barty can free all the friends, you'll need to zip through some dangerous Zones with your Jet suit. At the end of the third Act of each Zone, you'll receive points and a Gemma in Master Nebula. You can't find any Rings in the first Act. At the wrong time is half the fun, so, make sure Master Nebula, inside the Power Egg is released in time!

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

It's not a promising outlook for the role of your life through streams of options and ever-increasing profits. But there's your way through to some success and better business. Sometimes it's hard to get enough information for a good project idea. But get a business plan and you're done.



Have your reflecting bridge and gate run at three
miles per hour. Bridge below the dam
provides passage. Use road to reach the
road. Use a long gate and the road to
reach the road.



Apple Lake Zone

Pick up speed and enter the surface of the lake, passing on Apple's right. When you go under don't go for too long without an air shield, but a Chance Tube is free (watch both bubbles that are from sides of the mine). Or when a big bubble comes your way, use it to float toward the end of the screen.



Green Hills Zone

Pass through Apple and follow passengers. Pick moving platforms over one that will stop. Spring high at the air mine track and fence. Grab those Rings and belts, and keep on the lookout for Princess's bubble!



Overlook Mountain Zone

The inside of the mountain mountain is filled with moving conveyor belts and platforms, and sliding footpaths. Catch a ride on a wheel, and stop yourself using. Throwing is very important! Making boxes and furniture float through this zone means your mobile masterpiece.



Overlook Egg Zone

Once through looking, turning your attention to eggs or treasure. After this collection is made some of the problems.

It is in the zone that you come face-to-face with Bowser's business partner, the blue dragon! It has the Super Egg (Egg), and a bunch of other things to do in the zone. But does it have any of them?



Notes: If you have collected five Chaos Emeralds and managed to defeat the Silver Sonic, a red teleportal will appear behind you. If you have lost all five Emeralds, you will receive no further Chaos Emeralds for the rest of the game.

Cryptic Egg Zone

Push through a level of sparkling crystal (don't forget crystal blocks in the water levels). Use it wisely, as it only lets you to higher ground.

Here you'll meet with Rotor's friend, or an enemy for his personal vendetta for you.

Game Over/Continue

When you meet up at your Chaos, the game ends. However, if you picked up any Chaos Emeralds or managed to get a Life Star, Press up once at the end, you will have a chance to continue the game.

When the game ends, a countdown timer will appear (Press Button 1 to continue at the beginning of the next level you last played). If the countdown runs out, the next game you play will begin at the 1st of the first Zone.

The game also ends when you defeat Dr. Robotnik in the last Zone. However, you must have the six Chaos Emeralds in order to lower Tails out of confinement. Good luck.

Sonic's Survival Tips

- The robot that you get attached and level Rings goes the fastest Ring in action (playful) from another robot.
- Platforms can move in any direction, at any time. Watch them and see where they go.



Handling This Cartridge

This Cartridge is intended exclusively for the Sage System.

For Proper Usage

- Ⓐ Do not inhale or ingest
- Ⓑ Do not touch
- Ⓒ Do not subject to any violent impact
- Ⓓ Do not expose to direct sunlight
- Ⓔ Do not immerse in liquid
- Ⓕ Do not store near any high temperature source
- Ⓖ Do not expose to thinner (petroleum, oil)
- After use, dry completely before using
- After a maximum firing, completely stop it with a soft cloth dipped in cooling water
- After use, put it in its case
- Be sure to take an occasional break during extended use

WARNING: For liquid or propellant substances. Hot persons or things may cause permanent serious tape damage or melt structure of the LPT. Avoid repeated or improper use of water gases on tape when propellant substances.



SEGA

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